Claims: Cancel all claims of record and substitute new claims 16 to 22 as follows:

Claim 16 (canceled) replaced by new claim: 23.

Claim 17 (canceled) replaced by new claim: 24.

Claim 18 (canceled) replaced by new claim: 25.

Claim 19 (canceled) replaced by new claim: 26.

Claim 20 (canceled) replaced by new claim: 27.

Claim 21-22 (canceled)

23. A method for executing and presenting an interactive narrative, one that allows a user of the invention to influence the sequence and outcome of a narrative's situations, comprising:

(a) a simulated environment where the narrative occurs;

(b) simulated, autonomous characters who are involved in the narrative's situations;

(c) identifying nouns which are appropriate for and could be introduced into a situation;

(d) presenting a group of the nouns to the user;

(e) allowing the user to choose from the group of nouns;

(f) introducing the noun chosen, directly into the environment, independently of an intermediary agent.

(g) advancing the narrative by enacting responses to or interactions with the noun introduced, by characters and other elements in the situation;

(h) modifying or updating characters and other objects involved in the enactment, resulting in a new narrative situation.

24. The method of claim 23, wherein the lists of nouns may either be determined during the design and implementation of a product based on the invention or are generated as a result of situations previously presented during the product's execution.

25. The method of claim 23, wherein the nouns presented to the user are drawn from a finite set allowed to be introduced within a section of the narrative, such as a chapter or a locale.

26. The method of claim 23, wherein the user is allowed to interact with the narrative during the enactment of responses to and interactions with the noun introduced, either for the purpose of affecting the outcome or for the activity's sake itself.

27. The method of claim 23, wherein characters in the narration, outside the enactment of an introduced noun, may act in a story neutral manner to maintain the story's continuity until the next noun is introduced.